

# Dreamcast™



Dreamcast.



## TRILOGY

**TIMESHOCK!**

**BIG RACE USA**

**FANTASTIC JOURNEY**

**X4**  
**empire**  
INTERACTIVE

SHOOT

# EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

## For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

## Getting Started

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up. Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

## Handling Your Dreamcast GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

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# INTRODUCTION

Welcome to PRO PINBALL Trilogy.

The aim of everyone on the PRO PINBALL team is to bring you the closest experience possible to actually owning and playing an arcade pinball machine.

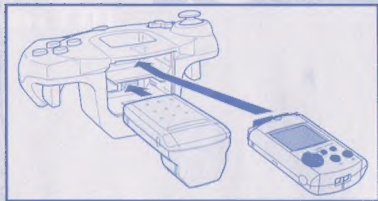
Although the default table settings have been carefully chosen to give balanced gameplay, you can fine tune the machine to suit your preferences and playing style.

You can even examine the machine's audit information and adjust the difficulty of individual features exactly as you would on a real machine!

## STARTING UP

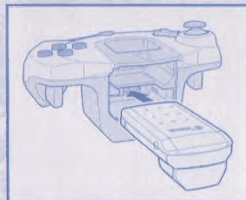
### VM Setup

Make sure that you insert a Visual Memory (VM) (sold separately) into Expansion Slot 1 on a Dreamcast Controller which is plugged into Controller Port A. If a VM is not present your progress throughout the game will not be saved.



### The Vibration Pack

Make sure that you insert the Vibration Pack (sold separately) into Expansion Slot 2 of the Controller. The Vibration Pack does not lock into place when inserted into Expansion Slot 1 and may fall out during game play causing problems to the game operation. For further details, also read the Vibration Pack Instruction Manual.

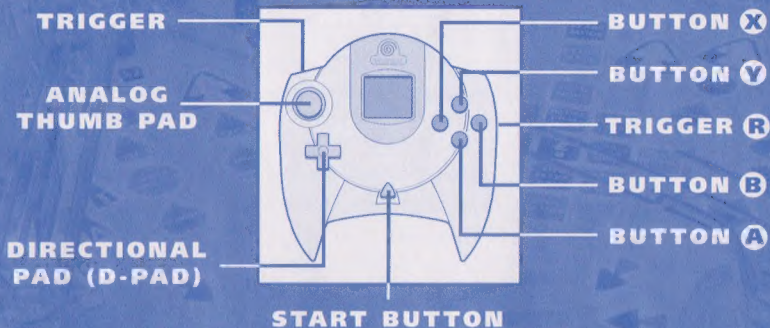


### Game Controls

This is a game for one to four players. For a one-player game, use either Controller Port A,B,C or D. For multiplayer games all players will use a single controller in either Controller Port A,B,C or D.

# CONTROLLER

All of the controls described below are the default game settings and can be changed in Options Menu.



MENU/OPTIONS		DURING GAME PLAY
Menu Selection	Analog Thumb Pad	Nudge Table
Menu Selection	D-Pad Up/Down	N/A
QUIT	Start Button	Pause
ENTER	Button A	Launch Ball
CANCEL	Button B	Feature/Use
N/A	Button X	Start/New Player
N/A	Button Y	Feature/Use
N/A	Trigger R	Right Flipper
N/A	Trigger L	Left Flipper



NOTE: Enabling analogue nudging  
disables digital nudging



## TABLE SELECTION

Use the UP and DOWN Directional pad to highlight a table, then press **A** to begin the simulation or press **B** to go to the selected table's options screen.

## OPTIONS

**Language** - This allows you to change the language the table is played in.

**Table View** - This option allows you to change what view you play the selected table in. There are three options: Low View, Medium View (Default) or High View.

**Controls** - Allows you to reassign the controller for your own custom style of play.

**Graphics** - This allows you to customize some of the effects that occur on the table.

**Dot Matrix** - This is used to change how the dot matrix is displayed. There are four options you can choose from.

**Permanent Solid:** The dot matrix stays on the screen constantly and anything behind it is not visible.

**Permanent Transparent:** The dot matrix stays on the screen constantly but you can see what is behind it.



**Intelligent Solid:** The dot matrix will only appear when an event is triggered and anything behind it is not visible.

**Intelligent Transparent (default):** The dot matrix will only appear when an event is triggered but you can see what is behind it.

## **Dot Matrix Colour (Fantastic Journey Only)**

This option allows you to choose what colour the dot matrix is displayed in.

**Orange:** The classic orange colour used on older pinball games.

**Colour (default):** New addition, which allow the dot matrix to be displayed in colour.

## **Dot Matrix Position**

Use this option to determine the position of the dot matrix on the table.

**Low:** Puts the dot matrix quite low down on the table, and makes it more visible.

**Medium:** Puts the dot matrix quite high up, but not at the top of the screen.

**High:** Puts the dot matrix at the top of the screen.

## Motion Blur Level

This controls how much motion blur can be applied to the ball there are five options.

**Back to Main Menu** - Puts you back into the main options menu.

## Audio

This controls the music and sound effects volumes.

**Test Mechanical Sound** - This tests four different mechanical sounds within the game **Off-4**.

**Test Speech and SFH** - This tests four different sfx sounds within the game **Off-4**.

**Test Music** - Tests four different music files **Off-4**.

**Master Volume** - change from **0-10**.



**Mechanical Sound Volume** - change from **0-10**.

**Speech and SFH Volume** - change from **0-10**.

**Music Volume** - change from **0-10**.

**Mode** - Mono, Stereo and Swapped Stereo.

## **Examine Table**

Use directional pad to move around the table.  to zoom in and  to zoom out.

## **Slideshow**

Shows some rendered pictures of the table at different angles.

## **Credits**

Shows the names of the Freethought Trilogy Team.

## **Start Simulation**

Goes to the table.

## **Quit To Table Selection**

Returns to the Table Selection Screen so you can choose a different table.

## PAUSE MENU

Pressing the START button during gameplay pauses the game in progress and displays the Pause Menu: Use the **UP**, **DOWN**, **LEFT**, and **RIGHT** on the Directional pad to highlight options, and **A** to confirm selections.

## Return to Simulation

Continues the game in progress, or resumes Attract Mode.

## Start New Game / Add Player / Restart Game / Buy-In-Ball

During a game, this Option changes as appropriate

### Start New Game / Restart Game

Starts a new game. Any game in progress is immediately abandoned.

### Buy-In-Ball

Uses a credit to buy another ball and continue play (where appropriate).

### Add Player

Adds a new player to the game in progress, up to a maximum of four. This must be done before the last player's first ball goes out of play.



## **Difficulty Level** (Including the Timeshift)

Set the difficulty level from Extra Easy to Extra Hard, or a Custom game difficulty setup which you have previously created by altering Adjustment settings using the Operator's Menu.

## **Table Setup** (Including Timeshifts)

Here you can set up the table logic condition and flower power.

## **Activate Operator's Menu**

**NOTE:** Selecting this item stands any game in progress. This option enters the Operator's Menu system on the down-right display. The Operator's Menu system is described later in this manual.

## **Adjust Screen Position**

Set the position of the display on your screen.

## **Adjust Volume**

Set the volume level of game sounds and music.

## **Quit To Options**

Abandons the game in progress (if any) and displays the Options menu.

## **Quit To Table Selection**

Abandons the game in progress (if any) and returns to the table selection screen.



# TIMESHOCK!

## Story

An experiment in the future with a Time Crystal went wrong. The Crystal shattered, creating a Timeshock. Once the Timeshock reaches the Dawn of Time, the universe will be destroyed.



## TABLE RULES

You must collect the shattered crystal fragments from **FOUR** different time zones to rebuild the Crystal, then travel to the Dawn of Time to use the Crystal to create an **Anti-Timeshock** to save the universe...

## Time Machine Frenzy

Shoot the spinner to light the Link-O-Meter, then lock three balls to start a 3-Ball Time Machine Frenzy. Shoot the side ramps to collect Jackpots and locate a Crystal Fragment. Shoot the lit middle shot to collect a Crystal Fragment.

## Time Travel

Complete both side ramps to enable the Time Drive. Once enabled, lock three balls in The Time Machine and use the middle shot to Time Travel.

## Explorations

Shoot the upper ramp to search continents for Tachyonium. If lucky, you will find a continent worth exploring. Complete the exploration to collect a piece of Tachyonium. Use Tachyonium pieces to unlock other Time Zones.

## Time Warp Frenzy

Complete W-A-R-P to light Time Warp. At the middle shot, shoot the middle shot to start a 3-Ball Time Warp Frenzy. Complete W-A-R-P quickly to add extra balls into play. Shoot the middle shot when lit to score Time Warp Jackpots.

## **Progressive Awards**

Complete the left bank of drop targets to light awards.  
Shoot the left orbit to collect awards.

## **Souvenir Quickshot**

Complete the right bank of drop targets to light quickshots.  
Shoot the right orbit to start quickshot. Shoot the right orbit again to collect the quickshot value and a souvenir. Souvenirs can be combined to earn special features...

## **Scanner**

Complete S C A N to light Scanner at the middle shot. Shoot the Scanner to collect a random award.

## **Magno-Save™**

Balls can be saved from the right outlane by quickly pressing the Magno-Save™ button. Complete M-A-G-N-E-T to relight Magno-Save™.

## **Timeshock! Frenzy**

1. Collect three pieces of Tachyonium to unlock all the Time Zones.
2. Collect all four crystal fragments from The Prehistoric Age, Ancient Rome, The Present and The Future to rebuild the Crystal.
3. Travel to the Dawn Of Time to start Timeshock! Frenzy.
4. Complete all flashing shots, then use the Crystal to save the Universe from the deadly Timeshock!



# BIG RACE USA

## Story

Travel from New York to San Francisco as you take earning money as you go in crazy adventures featuring Hot Rod, Mini Buggy, Sports Car and Muscle Truck. Spend your money to upgrade your Truck and to ultimately compete in The Big Race from West to East!

BUT WATCH OUT! ENEMY CARS ARE NOT far away!

## TABLE RULES

Travel from New York to San Francisco to compete in The Big Race!

**Bonus H:** Shoot within slide ramp to light Bonus X at the U-Turn.



## Open The Trunk

Complete T-R U N-K to light Open The Trunk. Shoot saucer to choose between a cash award and random prize.

## Magno Charger

Shoot top ramps to enable Magno Charger. Left inlane activates Magno Charger on right ramp. Shoot right ramp repeatedly to inflate Air Bag and collect awards.

## Nitro Boost

Light Nitro Boost by shooting consecutive U Turns. Press Launch to Activate Nitro Boost when flashing. Nitro Boost automatically makes ALL flashing arrow shots.

## CITY PLAY

### City Modes

Shoot Police scoop to start city modes. Shoot **WHITE** shots to complete city modes. Once completed, shoot Police Car scoop again to "Hit the Road".

## Speedway Challenges

Light 3-2 1 to start a Speedway Challenge.  
Shoot MULTI COLOUR lights to complete Challenge and light Speedway Frenzies.

## Speedway Frenzy

Shoot left orbit to start Speedway Frenzy. Shoot **RED** shots to score Jackpots and light Super Jackpots. Shoot top flange for Super Jackpots.

## Speedway Mania

Complete all four Speedway Frenzies to enable Speedway Mania. Shoot left orbit to start Speedway Mania then make all shots to earn an Extra Ball.

## Passenger Frenzy

Shoot Taxi to light lock. Lock 3-4 balls in Taxi to start Passenger Frenzy. Shoot **RED** shots to collect Jackpots, deliver passengers and earn Cash.

## Jay's Secret Stash

Shoot consecutive Incoils to light Jay's. Shoot the left orbit to visit Jay's Secret Stash and buy items.

## ROAD PLAY Travelling

Shoot the spinner to go faster. Make any shot to reduce distance to next city. When distance is zero shoot left orbit to "ENTER CITY".



## Police Chase Frenzy

Increase speed to 56MPH to enable speed trap on U-Turn. Shoot the U-Turn to light lock, shoot U-Turn again rapidly to lock ball and start Police Chase Frenzy. Light Jackpots by shooting Taxi, shoot U-Turn to score Jackpots.

## Duels

Make **YELLOW** combo shots to enable duels. Shoot Police scoop to start duel. Make **GREEN** shots to catch opponent, make cycling shot to overtake opponent then Taxi to win duel. Winning duel increases grid position in the Big Race.

## Video Mode

Light Video Mode by activating Magno Charger. Shoot Taxi to start video mode. During Video Mode, ram other cars off the road to score points.

## RACES

### The Big Race

Travel to San Fransisco on the West Coast to start the Big Race. Shoot cars to lock balls and move up places. Shoot for the finishing line if you are in 1st place and at New York.

### The Really Big Race

Complete Speedways, Start Duels, Deliver Passengers, Smash Roadblocks, Win the Big Race and Earn \$100,000 to compete in the Really Big Race...



# FANTASTIC JOURNEY

## Story

From his Mysterious Island, General Yagov is holding the world as ransom. If his demands aren't met he will launch a rocket to destroy the Moon, wreaking havoc and disaster on a scale never before seen. Unfortunately, nobody is able to penetrate the energy shield which protects the Island. Nobody that is... but Professor Aweel by building four amazing steam-powered contraptions, and going on four Fantastic Adventures, he can collect four special crystals which will form a device that will penetrate the shield!

Only you, can help the Professor to build the contraptions, collect the crystals, penetrate the shield, stop the General and save the world!

## TABLE RULES

Build four amazing steam powered contraptions and collect four special crystals, to stop General Yagov from taking over the world!



## **Bonus H**

Complete rollovers to advance Bonus X.

## **Luck**

Complete L-U-C-K to light Dead End for Luck. Shoot lit Dead End for random Award.

## **Steam Modes**

Shoot either Ramp to light left Boiler for Steam Mode.  
Shoot lit Boiler to start mode.

## **Ultra Modes**

Complete H E-R drop targets to start a random Ultra Mode.

## **Contraptions**

Shoot ALL flashing arrow shots to collect a part of a Contraption. Collect three parts of the same Contraption to light right Boiler for Adventure. Shoot lit right Boiler to start and Adventure.

## Adventures

Shoot the spinner to increase steam pressure. Adventure! and when steam pressure reaches zero. Complete adventures by making training drive tests in sequence.

## Steam Frenzy

Knock down three drive targets on the left orbit to light lock on the left orbit. Load steam balls to start frenzy. Shoot right orbit to light Jackpot. Use balls under control to multiply Jackpot value.

## The Mysterious Island

When all four Adventures have been completed about the right time to start a raid on the Mysterious Island?

## OPERATORS MENU

### Operators Menu and How It's Navigated

You can control all operator features by activating the Operator's Menu system on the dot matrix display for each table. To enter the Menu System, select the "Activate Operator's Menu" option from the pause menu or options menu.

To cycle through the Main Menu categories, press the **LEFT** and **RIGHT** Directional pad. To select a category and proceed to the next lower list of categories or options, press **A** or **DOWN**. To return to a higher menu level, press the **UP** Directional button. To select, activate or test any option use the Directional Pad. To cycle through the current option adjustment values or test types, press the **LEFT** and **RIGHT** Directional pad.

To return to the Main Menu categories, then press the **UP** Directional button.



# CREDITS

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Programming	Adrian Page
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Programming	Clint Masterson
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Speech Engineering	Peter Kiely
Producer	Nick Clarke
Assistant	Stephen Chainey
QA Manager	
Lead Tester	John Murray
QA Technicians	Carlo Bush
	Gareth West
	Chris Giggins
	Darren Bennett
	Mark Kloeck

## **TIMESHOCK!**

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Speech	Gina Lee Lincoln
Speech Direction	Adam Longworth
Back Glass Artwork	Danny Flynn
Production	Mark Havens

## **BIG RACE USA**

Music	Jon Lowe, Tom Guest and Ian Chattam
Speech	Adam Longworth and Shelley Longworth
Back Glass Artwork	Peter Richardson
Sound Effects	Matinee Sound and Vision
Production	Mark Havens

## **FANTASTIC JOURNEY**

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Music	Jon Lowe
Speech	Adam Longworth
Back Glass Artwork	Peter Richardson
Production	Roger Cheung
Production Manager	Tony Bond
Design and Artwork	Jayshree Mistry, Jamie Young and Stephen Brennan

the fact that the parties to the dispute are not the same as the parties to the contract. The parties to the contract are the two parties who entered into the contract, while the parties to the dispute are the two parties who are involved in the dispute. This is a common situation in contract law, and it is one that the law must take into account. The law must determine whether the parties to the dispute are the same as the parties to the contract, and if not, it must determine whether the parties to the dispute are sufficiently related to the parties to the contract to be bound by the contract. This is a complex issue, and it is one that the law must address. The law must determine whether the parties to the dispute are the same as the parties to the contract, and if not, it must determine whether the parties to the dispute are sufficiently related to the parties to the contract to be bound by the contract. This is a complex issue, and it is one that the law must address.

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**(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80244; Publication 0671730, 0553545; Application 98938918.4, 98919599.5**

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810-0302-05